

LA 352 Digital Media for Landscape Architecture  
Spring 2018 (2 Credits)  
Schedule: TTh 4:00-5:50 pm  
Location: B 006 PSC (Prince Science Commons)  
Instructor: Noah Guadagni, MLA (nguadagn@uoregon.edu)

# DIGITAL MEDIA

## LANDSCAPE ARCHITECTURE



Image: Scout Island Strategic Plan by Spackman Mossop + Michaels

This course is an introduction to visual communication and spatial graphics using digital technologies.

We will study examples of landscape representation, learn and practice specific techniques, and produce digital images for presentation and critique. The class is taught as a series of skill building workshop sections using Adobe Photoshop, Illustrator and InDesign, and 3D model building in Sketchup. Other advanced software techniques such as digital rendering will be introduced as time allows. These programs are used to compellingly document existing conditions, illuminate invisible conditions, and represent desired future conditions

Each section will be introduced by the instructor through lectures and demonstrations that explain key concepts and digital tools. Students will work both in the lab and independently to experiment with the basic functions of the software and complete specific assignments. Student preparation performed outside of class is crucial to success in the course. The required textbook will be augmented by online texts and tutorials.

Required text: Cantrell & Michaels. (2015). *Digital Drawing for Landscape Architecture*, 2<sup>nd</sup> edition. Wiley.